

-	19	345/619.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	17	345/619.ccls. and ("culling")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	1	345/619.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	2	"20030006993"	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/22 11:39
-	301	345/421.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:21
-	0	345/421.ccls. and ("CPT" or "cross product term")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	104	345/421.ccls. and (sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	2	345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	5	345/421.ccls. and ((multiply or multiplied or multiplies or multiplication) near7 polygon)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	35	345/421.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	177	345/421.ccls. not ((345/421.ccls. and ("CPT" or "cross product term") ) or (345/421.ccls. and (sort\$3) ) or (345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication)) ) or (345/421.ccls. and ((multiply or multiplied or multiplies or multiplication) near7 polygon) ) or (345/421.ccls. and ("dot product" or "dot-product") ))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:29

-	52	345/421.ccls. and cull\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:22
-	722	382/154.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:56
-	341	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "backface" or "back face" or "occlusion" or "visibility") and (sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:58
-	2	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and ("cross product term" or "CPT")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:58
-	14	((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "backface" or "back face" or "occlusion" or "visibility") and (sort\$3)) not ((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort\$3))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:59
-	2	382/154.ccls. and (cull\$3 near7 sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	327	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 13:32
-	2	382/154.ccls. and (cull\$3 near7 ("backfacing" or "back face" or "backface" or "visibility" or "occlusion"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	139	((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort\$3)) and (345/\$.ccls. or 382/\$.ccls. or 348/\$.ccls. or 463/\$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:04
-	103	345/606.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23

-	16	(US-5977980-\$ or US-6542152-\$ or US-6507341-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5903272-\$ or US-5898437-\$ or US-6529207-\$ or US-RE38078-\$ or US-6518965-\$ or US-5748198-\$ or US-5357600-\$ or US-6346939-\$ or US-6456284-\$).did.	USPAT	2003/05/27 15:23
-	10	((US-5977980-\$ or US-6542152-\$ or US-6507341-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5903272-\$ or US-5898437-\$ or US-6529207-\$ or US-RE38078-\$ or US-6518965-\$ or US-5748198-\$ or US-5357600-\$ or US-6346939-\$ or US-6456284-\$).did.) and (sort\$3)	USPAT; US-PGPUB; DERWENT	2003/05/27 15:23
-	4	345/606.ccls. and cull\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
-	42	("cross product" or "cross-product") near7 (vertex or vertices)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 16:25
-	67	345/419.ccls. and ("culling" or "cull" or "culled")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 16:35
-	2	6304265.pn.	USPAT; US-PGPUB; DERWENT	2003/05/28 08:10
-	274	((culling or cull or culled) and (sort\$3)) and (345/\$.ccls. or 382/\$.ccls. or 348/\$.ccls. or 463/\$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:05
-	9	((culling or cull or culled) and ((x or y) near3 sort\$3)) and (345/\$.ccls. or 382/\$.ccls. or 348/\$.ccls. or 463/\$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:12
-	4	((culling or cull or culled) and ((horizontal or vertical) near3 sort\$3)) and (345/\$.ccls. or 382/\$.ccls. or 348/\$.ccls. or 463/\$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:24
-	2	6304265.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:23
-	2	5898437.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24

-	2	6529207.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	2	6437780.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	2	5748198.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	18	(US-6437780-\$ or US-RE38078-\$ or US-6529207-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5357600-\$ or US-5903272-\$ or US-5748198-\$ or US-6456284-\$ or US-6507341-\$ or US-5898437-\$ or US-6346939-\$ or US-5977980-\$ or US-6542152-\$ or US-6518965-\$ or US-6222556-\$).did.	USPAT	2003/10/22 14:09
-	17	((US-6437780-\$ or US-RE38078-\$ or US-6529207-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5357600-\$ or US-5903272-\$ or US-5748198-\$ or US-6456284-\$ or US-6507341-\$ or US-5898437-\$ or US-6346939-\$ or US-5977980-\$ or US-6542152-\$ or US-6518965-\$ or US-6222556-\$).did.) and (sort\$3 or order\$3)	USPAT; US-PGPUB; DERWENT	2003/10/22 14:09
-	116	345/421.ccls. and (sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:16
-	77	345/421.ccls. and (sort\$3 and (vertex or vertices))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:16
-	18	345/421.ccls. and (sort\$3 near5 (vertex or vertices))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:18
-	0	345/421.ccls. and (sort\$3 near5 (vertex or vertices) and (CPT or "cross product term"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19
-	0	345/421.ccls. and (sort\$3 and (vertex or vertices) and (CPT or "cross product term"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19
-	3	345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19

-	2	382/154.ccls. and (cull\$3 near7 sort\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	17	345/619.ccls. and ("culling")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	21	345/619.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	2	345/619.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	3	382/154.ccls. and (cull\$3 near7 ("backfacing" or "back face" or "backface" or "visibility" or "occlusion"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	4	345/606.ccls. and cull\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
-	114	345/606.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
-	597	345/420.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:28
-	314	345/422.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:50
-	2	6359629.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:51
-	2	6559844.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:53
-	2	6573895.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:53

-	18	(US-RE38078-\$ or US-6529207-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5903272-\$ or US-5357600-\$ or US-5748198-\$ or US-6456284-\$ or US-6507341-\$ or US-6542152-\$ or US-6346939-\$ or US-5898437-\$ or US-5977980-\$ or US-6518965-\$ or US-6222556-\$ or US-6437780-\$).did.	USPAT	2003/10/23 13:51
-	5	((US-RE38078-\$ or US-6529207-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5903272-\$ or US-5357600-\$ or US-5748198-\$ or US-6456284-\$ or US-6507341-\$ or US-6542152-\$ or US-6346939-\$ or US-5898437-\$ or US-5977980-\$ or US-6518965-\$ or US-6222556-\$ or US-6437780-\$).did.) and ("CPT" or "cross product term" or "cross product")	USPAT; US-PGPUB; DERWENT	2003/10/23 13:54
-	4	((US-RE38078-\$ or US-6529207-\$ or US-6489955-\$ or US-6266064-\$ or US-6172679-\$ or US-5914721-\$ or US-5903272-\$ or US-5357600-\$ or US-5748198-\$ or US-6456284-\$ or US-6507341-\$ or US-6542152-\$ or US-6346939-\$ or US-5898437-\$ or US-5977980-\$ or US-6518965-\$ or US-6222556-\$ or US-6437780-\$).did.) and ("CPT" or "cross product term" or "cross product") and sort\$3	USPAT; US-PGPUB; DERWENT	2003/10/23 13:54

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No.	Publication No.	Title
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No.	Publication No.	Title
1.	<u>59 - 128108(1984)</u>	PART ALIGNING AND CONVEYING DEVICE IN OSCILLATION PART FEEDER

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Parallel Rendering, 1997. PRS 97. Proceedings. IEEE Symposium on , 20-21 Oc

Page(s): 49 -57, 117

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**Results:**

 Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**
**1 Real time color purity and convergence measurement algorithms for automatic ITC adjustment system**
*Zeungnam Bien; Dongil Han; Jongcheol Park; Jong-Woon Lee; Changsuk Oh;*
*Applications of Computer Vision, Proceedings, 1992., IEEE Workshop on , 30 No Dec. 1992*

Page(s): 274 -281

[\[Abstract\]](#) [\[PDF Full-Text \(628 KB\)\]](#) **IEEE CNF**
**2 CPT inspection systems with image processing**
*Kishi, T.; Hibara, T.; Nakano, N.;*
*Industrial Electronics, Control, and Instrumentation, 1993. Proceedings of the IE '93., International Conference on , 15-19 Nov. 1993*

Page(s): 1893 -1897 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(204 KB\)\]](#) **IEEE CNF**
**3 Dynamic scene occlusion culling**
*Sudarsky, O.; Gotsman, C.;*
*Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 Issue: Jan.-March 1999*

Page(s): 13 -29

[\[Abstract\]](#) [\[PDF Full-Text \(1744 KB\)\]](#) **IEEE JNL**
**4 On the use of intensity optical pumping and coherent population trap techniques in the implementation of atomic frequency standards**



*Vanier, J.; Levine, M.W.; Janssen, D.; Delaney, M.J.;*  
Instrumentation and Measurement, IEEE Transactions on , Volume: 52 Issue: 3  
June 2003  
Page(s): 822 -831

[\[Abstract\]](#) [\[PDF Full-Text \(827 KB\)\]](#) **IEEE JNL**

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**5 Occlusion culling using minimum occluder set and opacity map**

*Poon Chun Ho; Wenping Wang;*  
Information Visualization, 1999. Proceedings. 1999 IEEE International Conferen  
14-16 July 1999  
Page(s): 292 -300

[\[Abstract\]](#) [\[PDF Full-Text \(188 KB\)\]](#) **IEEE CNF**

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**6 Extension of the critical path tracing algorithm**

*Ramakrishnan, T.; Kinney, L.;*  
Design Automation Conference, 1990. Proceedings. 27th ACM/IEEE , 24-28 Jun  
  
Page(s): 720 -723

[\[Abstract\]](#) [\[PDF Full-Text \(364 KB\)\]](#) **IEEE CNF**

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**7 The Poynting theorems and the potential for electrically small antenn**

*Grimes, C.A.; Grimes, D.M.;*  
Aerospace Conference, 1997. Proceedings., IEEE , Volume: 3 , 1-8 Feb. 1997  
Page(s): 161 -176 vol.3

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**8 Signal processing techniques and detecting-recognizing algorithms o  
characteristic points for ECG, PCG and CPT**

*Zhou Guang-Hu; Yu Jia-Xian;*  
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**9 A reconvergent fanout analysis for the CPT algorithm used in delay-fa  
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*Girard, P.; Landrault, C.; Pravossoudovitch, S.;*

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**10 On optimality of OBBs for visibility tests for frustum culling, ray shoo  
and collision detection**

*Iones, A.; Zhukov, S.; Krupkin, A.;*

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**11 The design of flat shadow mask for improvement definition CPT**

*Qian Weizong; Wang Jianqi; Sun Jian;*

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**12 CPT effect and its applications for weak electromagnetic field detect**

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Applied Electromagnetism, 2000. Proceedings of the Second International Symp  
of Trans Black Sea Region on , 27-29 June 2000

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**13 Parallel view-dependent isosurface extraction using multi-pass occlu  
culling**

*Jinzhu Gao; Han-Wei Shen;*

Parallel and Large-Data Visualization and Graphics, 2001. Proceedings. IEEE 20  
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**14 Dynamic scene occlusion culling using a regular grid**

*Batagelo, H.C.; Wu Shin-Ting;*

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**15 Hierarchical back-face culling for collision detection**

*Redon, S.; Kheddar, A.; Coquillart, S.;*

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- 1** **A Characterization of Ten Hidden-Surface Algorithms** 100%

Evan E. Sutherland , Robert F. Sproull , Robert A. Schumacker  
**ACM Computing Surveys (CSUR)** January 1974  
 Volume 6 Issue 1
- 2** **Adaptive hierarchical visibility in a tiled architecture** 98%

Feng Xie , Michael Shantz  
**Proceedings of the 1999 Eurographics/SIGGRAPH workshop on Graphics hardware** July 1999
- 3** **Visibility sorting and compositing without splitting for image layer decompositions** 97%

John Snyder , Jed Lengyel  
**Proceedings of the 25th annual conference on Computer graphics and interactive techniques** July 1998
- 4** **Path specification and path coherence** 94%

Kim L. Shelley , Donald P. Greenberg  
**Proceedings of the 9th annual conference on Computer graphics and interactive techniques** July 1982

This paper presents an interactive method for specifying a path in space and time through a three-dimensional environment. A sequence is generated by showing the series of views along the path. The sequence is previewed on a vector scope, and after it is interactively refined, each frame is rendered on a raster device. The path is represented by a B-spline to provide smooth, continuous motion. The timing along

the path is also defined by a B-spline so that changes in velocity are smooth. Th ...

## 5 Delay streams for graphics hardware 93%



Timo Aila , Ville Miettinen , Petri Nordlund

**ACM Transactions on Graphics (TOG)** July 2003

Volume 22 Issue 3

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events. We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

## 6 IRIS performer: a high performance multiprocessing toolkit for real-time 3D graphics 92%



John Rohlf , James Helman

**Proceedings of the 21st annual conference on Computer graphics and interactive techniques** July 1994

This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...

## 7 Shadow algorithms for computer graphics 91%



Franklin C. Crow

**Proceedings of the 4th annual conference on Computer graphics and interactive techniques** July 1977

Shadows are advocated for improved comprehension and enhanced realism in computer-synthesized images. A classification of shadow algorithms delineates three approaches: shadow computation during scanout; division of object surfaces into shadowed and unshadowed areas prior to removal of hidden surfaces; and inclusion of shadow volumes in the object data. The classes are related to existing shadow algorithms and implementations within each class are sketched. A brief comparison of the three approa ...

## 8 Session 4: big stuff: Out-of-core construction and visualization of multiresolution surfaces 91%




Peter Lindstrom


**Proceedings of the 2003 symposium on Interactive 3D graphics** April 2003

We present a method for end-to-end out-of-core simplification and view-dependent visualization of large surfaces. The method consists of three phases: (1) memory insensitive simplification; (2) memory insensitive construction of a multiresolution hierarchy; and (3) run-time, output-sensitive, view-dependent rendering and navigation of the mesh. The first two off-line phases are performed entirely on disk, and use only a small, constant amount of memory, whereas the run-time system pages in only ...


## 9 Software infrastructure for parallel visualization: Jupiter: a toolkit for 91%

-  **interactive large model visualization**  
 Dirk Bartz , Dirk Staneker , Wolfgang Straßer , Brian Cripe , Tom Gaskins , Kristann Orton , Michael Carter , Andreas Johannsen , Jeff Trom  
**Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics** October 2001  
 The fast increasing size of datasets in scientific computing, mechanical engineering, or virtual medicine is quickly exceeding the graphics capabilities of modern computers. Toolkits for the large model visualization address this problem by combining efficient geometric techniques, such as occlusion and visibility culling, mesh reduction, and efficient rendering. In this paper, we introduce *Jupiter*, a toolkit for the interactive visualization of large models which exploits the above mentio ...


**10 Fast ray tracing by ray classification** 90%

-  James Arvo , David Kirk  
**ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques** August 1987  
 Volume 21 Issue 4

**11 Sequential point trees** 89%

-  Carsten Dachsbacher , Christian Vogelgsang , Marc Stamminger  
**ACM Transactions on Graphics (TOG)** July 2003  
 Volume 22 Issue 3  
 In this paper we present sequential point trees, a data structure that allows adaptive rendering of point clouds completely on the graphics processor. Sequential point trees are based on a hierarchical point representation, but the hierarchical rendering traversal is replaced by sequential processing on the graphics processor, while the CPU is available for other tasks. Smooth transition to triangle rendering for optimized performance is integrated. We describe optimizations for backface culling ...


**12 Space-efficient representations of shared data for parallel computers** 89%






-  K. Herley  
**Proceedings of the second annual ACM symposium on Parallel algorithms and architectures** May 1990

**13 Hierarchical graphics databases in sort-first** 89%

-  Carl Mueller  
**Proceedings of the IEEE symposium on Parallel rendering** October 1997

**14 Hardware-assisted view-dependent isosurface extraction using** 89%

-  spherical partition  
 Jinzhu Gao , Han-Wei Shen  
**Proceedings of the symposium on Data visualisation 2003** May 2003  
 Extracting only the visible portion of an isosurface can improve both the computation efficiency and the rendering speed. However, the visibility test overhead can be quite high for large scale data sets. In this paper, we present a view-dependent isosurface extraction algorithm utilizing occlusion query hardware to accelerate visible isosurface extraction. A spherical partition scheme is proposed to traverse the data blocks in a layered front-to-back order. Such traversal order helps our algori ...

- 15** Rendering on a budget: a framework for time-critical rendering 88%  
 James T. Klosowski , Cláudio T. Silva  
**Proceedings of the conference on Visualization '99: celebrating ten years**  
October 1999  
We present a technique for optimizing the rendering of highdepth complexity scenes. Prioritized-Layered Projection (PLP) does this by rendering an estimation of the visible set for each frame. The novelty in our work lies in the fact that we do not explicitly compute visible sets. Instead, our work is based on computing on demand a priority order for the polygons that maximizes the likelihood of rendering visible polygons before occluded ones for any given ...
- 16** Parallel isosurface and volume rendering: Parallel view-dependent 88%  
 isosurface extraction using multi-pass occlusion culling  
Jinzhu Gao , Han-Wei Shen  
**Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics** October 2001  
This paper presents a parallel algorithm that can effectively extracts only the visible portion of isosurfaces. The main focus of our research is to devise a load-balanced and output-sensitive algorithm, that is, each processor will generate approximately the same amount of triangles, and cells that do not contain the visible isosurface will not be visited. A novel multi-pass algorithm is proposed in the paper to achieve these goals. In the algorithm, we first use an octree data structure to rap ...
- 17** Polygon rendering on a stream architecture 88%  
 John D. Owens , William J. Dally , Ujval J. Kapasi , Scott Rixner , Peter Mattson , Ben Mowery  
**Proceedings 2000 SIGGRAPH/EUROGRAPHICS workshop on on Graphics hardware** August 2000  
The use of a programmable stream architecture in polygon rendering provides a powerful mechanism to address the high performance needs of today's complex scenes as well as the need for flexibility and programmability in the polygon rendering pipeline. We describe how a polygon rendering pipeline maps into data streams and kernels that operate on streams, and how this mapping is used to implement the polygon rendering pipeline on Imagine, a programmable stream processor. We compare our resul ...
- 18** The holodeck ray cache: an interactive rendering system for global 88%  
 illumination in nondiffuse environments  
Gregory Ward , Maryann Simmons  
**ACM Transactions on Graphics (TOG)** October 1999  
Volume 18 Issue 4  
We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and ...
- 19** Image-based objects 87%  
 Manuel M. Oliveira , Gary Bishop  
**Proceedings of the 1999 symposium on Interactive 3D graphics** April 1999

**20** Rendering: Rendering time estimation for real-time rendering

87%



Michael Wimmer , Peter Wonka

**Proceedings of the 13th Eurographics workshop on Rendering** June 2003

This paper addresses the problem of estimating the rendering time for a real-time simulation. We study different factors that contribute to the rendering time in order to develop a framework for rendering time estimation. Given a viewpoint (or view cell) and a list of potentially visible objects, we propose several algorithms that can give reasonable upper limits for the rendering time on consumer hardware. This paper also discusses several implementation issues and design choices that are neces ...

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